

**Claims as Amended:**

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1. A method for representing an object in bit-mapped format on a matrixlike display device, having the following steps:
- calculating a plurality of bit maps for a certain number of various object representations along a predetermined path curve in advance;
- storing the plurality of bit maps in memory in advance; and
- executing a representation processing with a display sequence of object representations along the path curve by reading and displaying correspondingly memorized bit maps, wherein the object moves along the path curve during the representation processing and displaying of the correspondingly memorized bit maps.
2. The method of claim 1, characterized in that in the calculating of the plurality of bit maps in advance, a filtration is performed for the sake of edge smoothing in the local region.
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Please add the following new claims:

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12. The method of claim 1, wherein the various object representations are object representations of the same object.

13. The method of claim 1, wherein the object is a pointer and wherein the pointer moves along a scale, wherein in different position of the pointer, graphical representations are calculated and stored in advanced.

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Amend as follows:

IN THE CLAIMS:

1. A method for representing an object[s] in bit-mapped format on a matrixlike display device, having the following steps:

[calculation of] calculating a plurality of bit maps for a certain number of various object representations along a predetermined path curve in advance;

[storage of] storing the plurality of bit maps in memory in advance; and

[execution of] executing a representation processing with a display sequence of object representations along the path curve by reading and displaying correspondingly memorized bit maps, wherein the object moves along the path curve during the representation processing and displaying of the correspondingly memorized bit maps.

2. The method of claim 1, characterized in that in the [calculation] calculating of the plurality of bit maps in advance, a filtration is performed for the sake of edge smoothing in the local region.

Please add the following new claims:

12. The method of claim 1, wherein the various object representations are object representations of the same object.

13. The method of claim 1, wherein the object is a pointer and wherein the pointer moves along a scale, wherein in different position of the pointer, graphical representations are calculated and stored in advanced.